

It Takes a City

DC Does it Best!



In DC and Maryland, by 2018, there will be a need for 241,000...

In Maryland, by 2018, there will be a need for 241,000 STEM jobs

US is ranked 120th globally in US

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voter turnout

94% of high school students are planning to

94% of high school students are planning to borrow money for college and are worried about debt

Guiding Questions:

1. What skills do you find that your students need the most in order to succeed, in your class and/or in the future?

1. When you're evaluating resources, what qualities do you look for?

2. How do your students interact with technology in the classroom (i.e. 1:1 device, computer lab time, etc.)?

Agenda

- Who is EverFi?
- Course Design
- How to register
- Where each course lives
- Implementation & Relationships
- Other courses

WHO IS EVERFI?:

HOW WE OPERATE & WHO ARE YOUR SPONSORS.

EverFi Targets National Challenges

1.3M

High school dropouts per year – 8,000 per day

1/3

of Americans don't know their credit score

60%

of teens are verbally or physically harassed every year

50%

of teens have been bullied online

97K

Students between 18—24 are victims of alcohol-related sexual assault

40%

of Americans don't vote—US is ranked 120th globally in voter turnout

EverFi Overview

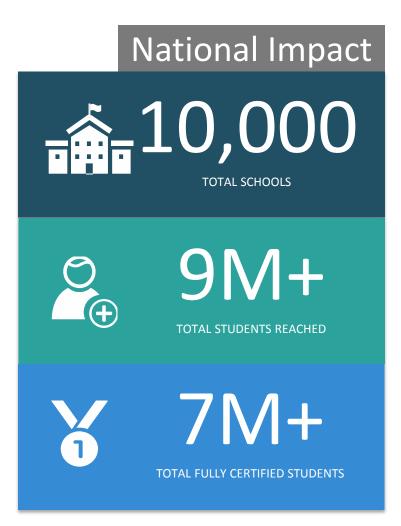
Critical Skills Education Technology Leader

10+ Years Experience

1,000+ Sponsor Partners, Colleges & Universities

6,200 K-12 Schools in the EverFi Network (70 of 100 largest School Districts)

150 Employees across 26 states



*Sponsored By America's Biggest Brands

500+ CORPORATIONS









































FOUNDATIONS









500+ HIGHER ED INSTITUTIONS













EverFi K-12 Learning Platform

FINANCIAL LITERACY

Vault *Understanding Money* 4-6TH GRADE

EverFi Financial Literacy 9-12TH GRADE

HEALTH & WELLNESS

AlcoholEdu 9-12TH GRADE

STEM

Ignition Digital Literacy & Responsibility 6-9™ GRADE

Radius Math & Coding 8-10TH GRADE

Hockey Scholar 5-7TH GRADE

CAREER SUCCESS

Venture Entrepreneurial Expedition 7-10[™] GRADE

CIVIC ENGAGEMENT

Commons Digital Town Square 7-10TH GRADE

306 African American History 9-12TH GRADE



DIGITAL BADGING



DATA ANALYSIS

COURSE DESIGN



NINE LEARNING MODULES

- Saving
- 2. Banking
- 3. Payments, Interest Rates, and Credit Cards
- 4. Credit Score
- 5. Financing Higher Education
- 6. Renting vs. Owning
- Taxes and Insurance
- Consumer Fraud
- 9. Investing



9th - 12th grade students

Jump\$tart & Common Core Standards aligned

Pre & Post Module knowledge and
behavior assessments

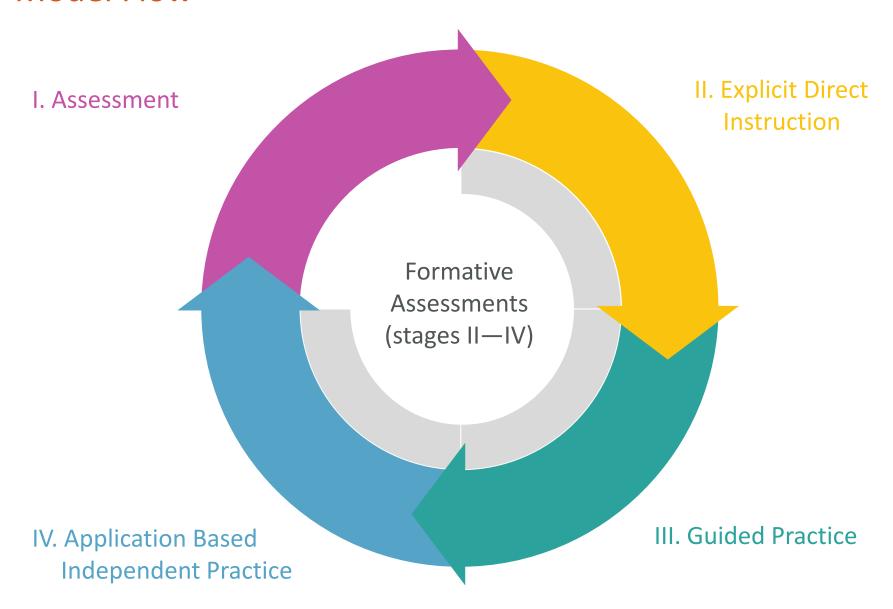
Approximately 6-8 hours







Model Flow





HOW TO REGISTER

- Create your Instructor Account
 - Go to www.everfi.com/login
 - Click "Sign Up" in the top right.
 - Enter this registration code: your registration code
 - Fill in the remaining fields and create a username and password
 - Next time you will log in with that username and password atwww.everfi.com/login
- Create Classes for your Students
 - Go to "Classes" and then "Create Class."
 - Create a class for each section you teach
 - When you create a class it will generate a code for students in that class to use during registration
- Help your students Register
 - Tell students to go to www.everfi.com/login
 - Have them click "Sign Up" in the top right
 - Give them the class registration code that you created for them
 - Have them fill in the remaining fields and create a username and password
 - Next time they will log in with that username and password at <u>www.everfi.com/login</u>

WHERE EACH COURSE LIVES

Course	Length	Grade	About
EverFi – Financial Literacy	6-8 hours	9 th -12 th	Students learn critical financial concepts.
Vault – Understanding Money	2.5-3 hours	4 th -6 th	Introduces critical financial concepts and skills early in a child's cognitive development.
Ignition – Digital Literacy & Responsibility	3-4 hours	6 th -9 th	Empowers teens with the skill sets to leverage technology safely and effectively.
Radius – STEM Readiness	8-10 hours	8 th -10 th	Fundamentals of computer science and coding, STEM foundations and STEM career exploration.
Commons – Digital Town Square	6-8 hours	8 th -10 th	Students learn about citizenship, the structure of state, federal and local government and complete an Op-Ed.
306: The African- American Journey	2.5-3 hours	8 th -12 th	Helps students draw inspiration from the empowering and diverse stories of the African-American journey.
Venture – Entrepreneurial Expedition	1.5-2 hours	7 th -10 th	Simulations and case studies expose students to entrepreneurship in a hands-on and practical way.
AlcoholEDU for High School	2-3 hours	9 th -12 th	Public health approach to preventing alcohol abuse while incorporating evidence-based prevention methods.

IMPLEMENTATION & RELATIONSHIPS

Once a week

Week	Monday	Tuesday	Wednesday	Thursday	Friday
1	Intro to	Fin Lit			
2		Fin Lit			
3	Market Ro	egulation	Gov't Re	Fin Lit	
4	Speaker	Review Day	Mid Term	Corrections	Fin Lit
5		Fin Lit			
6	Research Paper		Work Day	Editing	Fin Lit
7	Dome	Fin Lit			
8	Holiday Catch Up		Budget Project		Fin Lit
9	Budget Project		Review	Final	Fin Lit

Within a unit

Week	Monday	Tuesday	Wednesday	Thursday	Friday			
1	Intro to	k You						
2	Market Regulation							
3	Government Regulations: Part 1 Speaker							
4	Review	Mid Term	Corrections	g: Part 2				
5		Final Draft						
6	Domestic Economy: Inflation, Debt, US Policies							
7	Financial Literacy Course							
8	Holiday	Fin Lit	Budget Project					
9	Budget Project		Review	Final	Make Up			

Within a lesson plan

Warm up discussion (10 min)

EverFi module (40 min) Extension activity (30 min)

Closing (10 min)

Small Group Learning Common EverFi core module topic 1 Small Group Learning Common Group core discussion topic 2

Out-of-school Time Program EverFi EverFi Course Course For Middle For High School School Small Group Learning Activity Activity

Layered School District Relationships

District Level

- Provide district wide data reports.
- Conduct district wide trainings/professional development.
- Administration recommends us to principals and teachers.
- Work together to secure EverFi fit within curriculum.

School level

- Provide principals, assistant principals, and curriculum coaches with data.
- Conduct school professional development.
- Work together to ensure program runs smoothly in the school.
- Organize certification ceremonies.

Teacher level

- Train teachers to use the program with students.
- Pre and post assessment exam scores.
- 24/7 technical support and customer service.
- Work together regarding feedback on past and future courses.

Your EverFi Team



Hunter Gros Schools Manager Hunter@everfi.com



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ALL COURSES



HOCKEY SCHOLAR TOPICS INCLUDE:

- 1. Engineering behind players skates, sticks and padding for ideal performance.
- 2. Calculation of ice surface area and volume.
- Analysis of geometric constructions and how angles are a key component of the game of hockey.
- Differentiation of states of matter solid, liquid, gas.
- Examination of mass, velocity and kinetic energy based on the speed of players.





Grade Level: 5th - 7th

Course Length: 3 hours

Sign up for more information on Hockey Scholar!

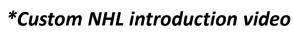


http://info.everfi.com/ HockeyScholar.html



MODULE TOPICS

- Buying a Computer
- **Wireless Communication**
- The Viral World
- Research in a Digital Age
- **Creating Multimedia Products**
- Digital Relationships and Respect
- 7. Looking to the Future





Grade Level: 6th - 9th

Course Length: 3.5 hours



EVERF

Radius STEM READINESS

HIGH LEVEL DETAILS

- Decimal & Binary Numbers
- Linear Equations
- HTML Coding
- Unit Conversion
- Functions
- Cryptography
- Truth Tables
- Coordinate Plane
- Probability



Grade Level: 8th - 10th

Course Length: 8-10 hours



Commons DIGITAL TOWN SQUARE

MODULE TOPICS

- 1. Rights and Responsibilities of Citizens
- 2. The Process of Civic Change
- 3. Civil Rights
- 4. US Role in World Affairs
- Structure and function of National/State/Local government
- 6. Origins, structure, and content of the Constitution
- 7. The Supreme Court and Judicial Branch





306 AFRICAN-AMERICAN HISTORY

KEY FEATURES

- 17 short vignettes focused on historical figures and key events
- Capstone analytical essay
- Major periods covered:
 - Slavery Period
 - Emancipation and Reconstruction
 - Jim Crow Period
 - The Civil Rights Period and Beyond





Grade Level: 9th - 12th

Course Length: 2.5 - 3 hours

AlcoholEdu FOR HIGH SCHOOL

MODULE TOPICS

- 1. Standard drink measurement
- 2. Myths and facts
- 3. Alcohol expectancies
- 4. Blood alcohol concentration
- 5. Brain and body science
- 6. Peer pressure and decision-making
- 7. Addiction and community impact
- 8. Underage drinking laws
- 9. Tips for talking to parents, personal goals





NFTE Venture ENTREPRENEURIAL EXPEDITION

KEY FEATURES

- M1: The Entrepreneur In You
- M2: Planning & Building A Business
- M3: Your Business Snapshot
- Standards-Based:
 - Common Core SS for English/Language Arts
 - Consortium for Entrepreneurship Education





Grade Level: 7th-10th

Course Length: 1.5-2 hours

Vault understanding money

SIX LEARNING GROUPS

- 1. Responsible Money Choices
- 2. Income and Careers
- 3. Making Plans with Money
- 4. Credit and Borrowing
- 5. Insurance and Safety
- 6. Savings and Investing

Games: Users also unlock two games per group as they progress through the course.





Grade Level: 4th - 6th

Course Length: 2.5 hours